IN THE CLAIMS:

1. (Currently Amended) A message system comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

wherein the message system comprises a proximity sensor to detect the presence of an individual or object spaced from the message system at the first side of the wall and, as an incident thereof, cause the message generator to make a message viewable through the mirrored surface or the blocking surface from the first side of the wall.

2. (Currently Amended) The A message system according to claim 1 comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

wherein the message system comprises a proximity sensor to detect the presence of an individual or object spaced from the message system at the first side of the wall and, as an incident thereof, cause the message generator to make a message viewable from the first side of the wall,

wherein the message generator has first and second states and with the message generator in the first state, a first message is viewable from the first side of the wall and with the message generator in the second state, a second message is viewable from the first side of the wall.

3.   (Original)   The message system according to claim 1 wherein the message generator has first and second states and with the message generator in the first state, a first message is viewable from the first side of the wall and with the message generator in the second state, the first message is not viewable from the first side of the wall.

4.   (Previously Presented)   A message system comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

3

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

wherein the message generator has first and second states, with the message generator in the first state a message that repeatedly flashes is viewable from the first side of the wall and flashes at a first rate, and with the message generator in the second state a message that repeatedly flashes is viewable from the first side of the wall and flashes at a second rate that is different than the first rate.

5. (Previously Presented) A message system comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

wherein the message generator has first and second states, with the message generator in the first state a message that is viewable from the first side of the wall is generated for a first predetermined time interval, and with the message generator in the second state a message that is viewable from the first side of the wall is generated for a second predetermined time interval that is different than the first predetermined time interval.

4

6. (Previously Presented) A message system comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

wherein the message generator has first and second states, with the message generator in the first state a first message generated by the message generator is in a first language and with the message generator in the second state, a second message generated by the message generator is in a second language.

7. (Original) The message system according to claim 1 wherein the message comprises words.

8. (Previously Presented) The message system according to claim 1 wherein the message comprises at least one of a logo, and a representation of an animate or inanimate object.

9. (Original) The message system according to claim 1 wherein the message generator comprises a light source.

5

10. (Original) The message system according to claim 1 wherein the message comprises a light beam.

11. (Previously Presented) The message system according to claim 1 wherein the message comprises information providing a direction to an observer of the message at the first side of the wall to assist navigation of a space within which the message system is located.

12. (Cancelled)

13. (Previously Presented) A message system comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

wherein the message system comprises a sensor to detect the presence of an individual or object at the first side of the wall and, as an incident thereof, cause the message generator to make a message viewable from the first side of the wall,

wherein the mirrored surface has a convex shape at the first side of the wall that is in the shape of a segment of a sphere.

6

14. (Currently Amended) ~~The~~ A message system ~~according to claim 1~~ comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

wherein the message system comprises a proximity sensor to detect the presence of an individual or object spaced from the message system at the first side of the wall and, as an incident thereof, cause the message generator to make a message viewable from the first side of the wall,

the message system further comprising a transmitter/generator that can be carried by a user for directing a signal to the message generator from a location spaced from the message generator.

15. (Previously Presented) A message system comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially

7

obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

the message system further comprising a transmitter/generator for directing a signal to the message generator from a location spaced from the message generator,

said message system further comprising a wheeled vehicle carrying the transmitter/generator,

the wall and message generator defining a subassembly at a first location relative to which the wheeled vehicle is spaced and can be moved.

16.   (Original) The message system according to claim 1 wherein the wall has a thickness and at least a part of the signal generator resides within the thickness of the wall.

17.   (Previously Presented) The message system according to claim 1 wherein the message generator resides at the second side of the wall.

18.   (Previously Presented) A message system comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially

obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

said message system further comprising a surveillance camera on the second side of the wall which is capable of creating an image of an object on the first side of the wall viewed by the camera through the wall.

19. (Currently Amended) A message system comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

wherein an object at the first side of the wall is viewable through the mirrored surface or blocking surface on the wall from the second side of the wall.

20. (Currently Amended) A message system comprising:

a wall having opposite first and second sides and comprising a surface which substantially blocks viewing of an object at the second side of the wall through a part of the wall from the first side of the wall; and

a message generator,

the message generator having first and second states,

the message generator in the first state causing a first message to be viewable at through the part of the wall from the first side of the wall,

the first message being unviewable through the part of the wall from the first side of the wall with the message generator in the second state,

wherein the message system comprises a proximity sensor to detect the presence of an individual or object spaced from the message system at the first side of the wall and, as an incident thereof, cause the message generator to make a message viewable from the first side of the wall.

21. (Currently Amended) A message system comprising:

a wall having opposite first and second sides and comprising a surface which substantially blocks viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator having first and second states,

the message generator in the first state causing a first message to be viewable through the surface at the wall from the first side of the wall,

the first message being unviewable through the surface from the first side of the wall with the message generator in the second state,

10

wherein an object on the first side of the wall can be viewed through <u>the</u> <u>surface on</u> the wall from the second side of the wall.

22. (Original) The message system according to claim 20 wherein the wall comprises a mirrored surface which is capable of producing a reflective image of an object placed at the first side of the wall.

23. (Previously Presented) The message system according to claim 20 wherein the message comprises information providing a direction to an observer of the message at the first side of the wall to assist navigation of a space within which the message system is located.

24. (Previously Presented) A message system comprising:

a wall having opposite first and second sides and comprising a surface which substantially blocks viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator having first and second states,

the message generator in the first state causing a first message to be viewable at the wall from the first side of the wall,

the first message being unviewable from the first side of the wall with the message generator in the second state,

wherein the mirrored surface has a convex shape that is in the shape of a segment of a sphere at the first side of the wall.

25. (Cancelled)

26. (Currently Amended) ~~The~~ A message system ~~according to claim 20~~ comprising:

a wall having opposite first and second sides and comprising a surface which substantially blocks viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator having first and second states,

the message generator in the first state causing a first message to be viewable at the wall from the first side of the wall,

the first message being unviewable from the first side of the wall with the message generator in the second state,

wherein the message system comprises a proximity sensor to detect the presence of an individual or object spaced from the message system at the first side of the wall and, as an incident thereof, cause the message generator to make a message viewable from the first side of the wall,

the message system further comprising a transmitter/generator that can be carried by a user for directing a signal to the message generator from a location spaced from the message generator.

27. (Previously Presented) A message system comprising:

12

a wall having opposite first and second sides and comprising a surface which substantially blocks viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator having first and second states,

the message generator in the first state causing a first message to be viewable at the wall from the first side of the wall,

the first message being unviewable from the first side of the wall with the message generator in the second state,

wherein the message system comprises a sensor to detect the presence of an individual or object at the first side of the wall and, as an incident thereof, cause the message generator to make a message viewable from the first side of the wall,

said message system further comprising a transmitter/generator for directing a signal to the message generator from a location spaced from the message generator,

said message system further comprising a wheeled vehicle carrying the transmitter/generator,

the wall and message generator defining a subassembly at a first location relative to which the wheeled vehicle is spaced and can be moved.

28.   (Original) The message system according to claim 20 wherein the signal generator resides at the second side of the wall.

13

29. (Previously Presented) The message system according to claim 20 wherein and with the message generator in the second state a second message is viewable from the first side of the wall.

30. (Previously Presented) A message system comprising:

a wall having opposite first and second sides and comprising a surface which substantially blocks viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator having first and second states,

the message generator in the first state causing a first message to be viewable at the wall from the first side of the wall,

the first message being unviewable from the first side of the wall with the message generator in the second state,

wherein with the message generator in the first state a first message generated by the message generator is in a first language and with the message generator in the second state, a second message generated by the message generator is in a second language.

31. (Cancelled)

32. (Previously Presented) A message system comprising:

a wall having opposite first and second sides and comprising a surface which substantially blocks viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator having first and second states,

the message generator in the first state causing a first message to be viewable at the wall from the first side of the wall,

the first message being unviewable from the first side of the wall with the message generator in the second state,

wherein with the message generator in the first state a message that repeatedly flashes is viewable from the first side of the wall and flashes at a first rate, and with the message generator in the second state a message that repeatedly flashes is viewable from the first side of the wall and flashes at a second rate that is different than the first rate.

33. (Previously Presented) A message system comprising:

a wall having opposite first and second sides and comprising a surface which substantially blocks viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator having first and second states,

the message generator in the first state causing a first message to be viewable at the wall from the first side of the wall,

15

the first message being unviewable from the first side of the wall with the message generator in the second state,

wherein with the message generator in the first state a message that is viewable from the first side of the wall is generated for a first predetermined time interval, and with the message generator in the second state a message that is viewable from the first side of the wall is generated for a second predetermined time interval that is different than the first predetermined time interval.

34.   (Previously Presented) A message system comprising:

a wall having opposite first and second sides and comprising at least one of (a) a mirrored surface which is capable of producing a discernible, reflective image of an object placed at the first side of the wall, and (b) a blocking surface which substantially obstructs viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator capable of making a message viewable from the first side of the wall through at least a part of the wall,

said message system further comprising a transmitter/generator that can be carried by a user for directing a signal to the message generator from a location spaced from the message generator with the user stationary at a location spaced from the message generator.

35.   (Currently Amended) A message system comprising:

a wall having opposite first and second sides and comprising a surface which substantially blocks viewing of an object at the second side of the wall through the wall from the first side of the wall; and

a message generator,

the message generator having first and second states,

the message generator in the first state causing a first message to be viewable at the wall through the wall surface from the first side of the wall,

the first message being unviewable from the first side of the wall with the message generator in the second state,

wherein the message comprises information providing a direction to an observer of the message at the first side of the wall to assist navigation of a space within which the message system is located.